

GAME BOY ADVANCE

AGB-A2GE-USA

GT3

ADVANCE

PRO CONCEPT RACING



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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Rev-D (L)

GT3

ADVANCE

PRO CONCEPT RACING

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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of GT Advance™ 3 Pro Concept Racing into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.





CONTROLS

BUTTON

Menu Navigation

Control Pad
A Button
B Button

Game Controls

Control Pad LEFT/RIGHT
A Button
B Button
R Button
L Button
START

ACTION

Highlight menu selections
Confirm selection
Return to previous menu

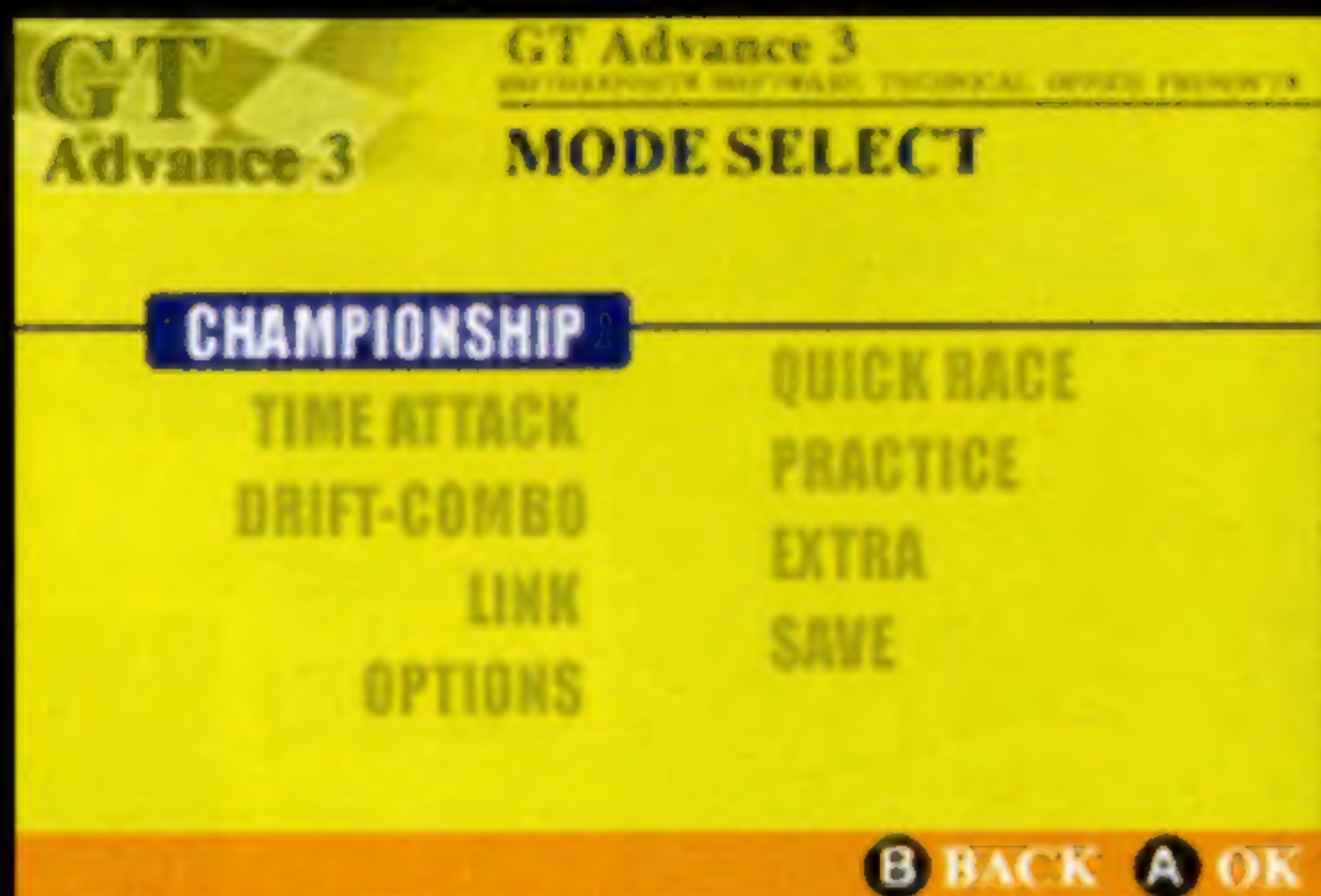
Steer LEFT/RIGHT
Accelerate
Brake
Shift Up (Manual Transmission)
Shift Down (Manual Transmission)
Pause the game

All of the game modes and options can be accessed from the Mode Select Menu. See page 13 for more information on each game mode.

- **Championship** – The main one-player game; compete through four classes to unlock hidden cars and upgrades.
- **Quick Race** – Don't have enough time for a complete class? Compete for first place in a quick race to unlock more hidden cars.
- **Time Attack** – Challenge the best times for each course.
- **Practice** – Not able to beat the best? Use the Practice mode to hone your driving skills, get accustomed to your car's handling, and scout a track before heading to a course.
- **Drift-Combo** – Test your drift-cornering driving skills in this mode. Link together consecutive powerslides on challenging courses to maximize drift-combos and unlock hidden secrets.
- **Extra** – Access exciting hidden modes you've unlocked.
- **Link** – Choose Link for some 2-player, head-to-head racing action!
- **Save** – Save your progress.



- **Options** – Customize the game settings.
- **Records** – View your best lap times from the Time Attack mode.
- **Sound** – Alter the following sound options:
 - **Music** – Adjust the volume of in-game music (1-12).
 - **Sound Effects** – Adjust the sound effects volume (1-8).
 - **Background Music** – Turn the background music ON or OFF.
- **Delete Data** – Erase all your previously saved game data.



MODE SELECT MENU

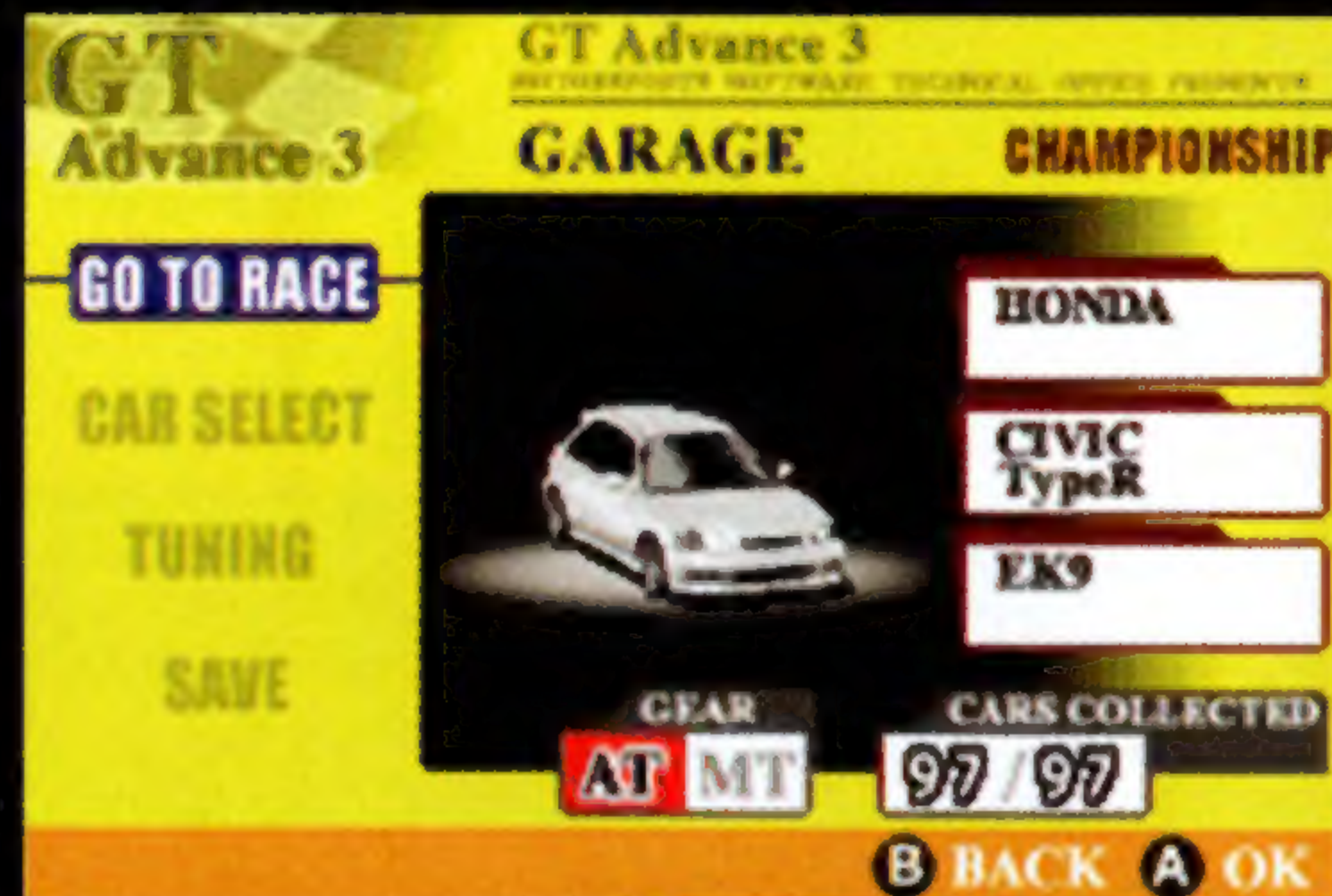
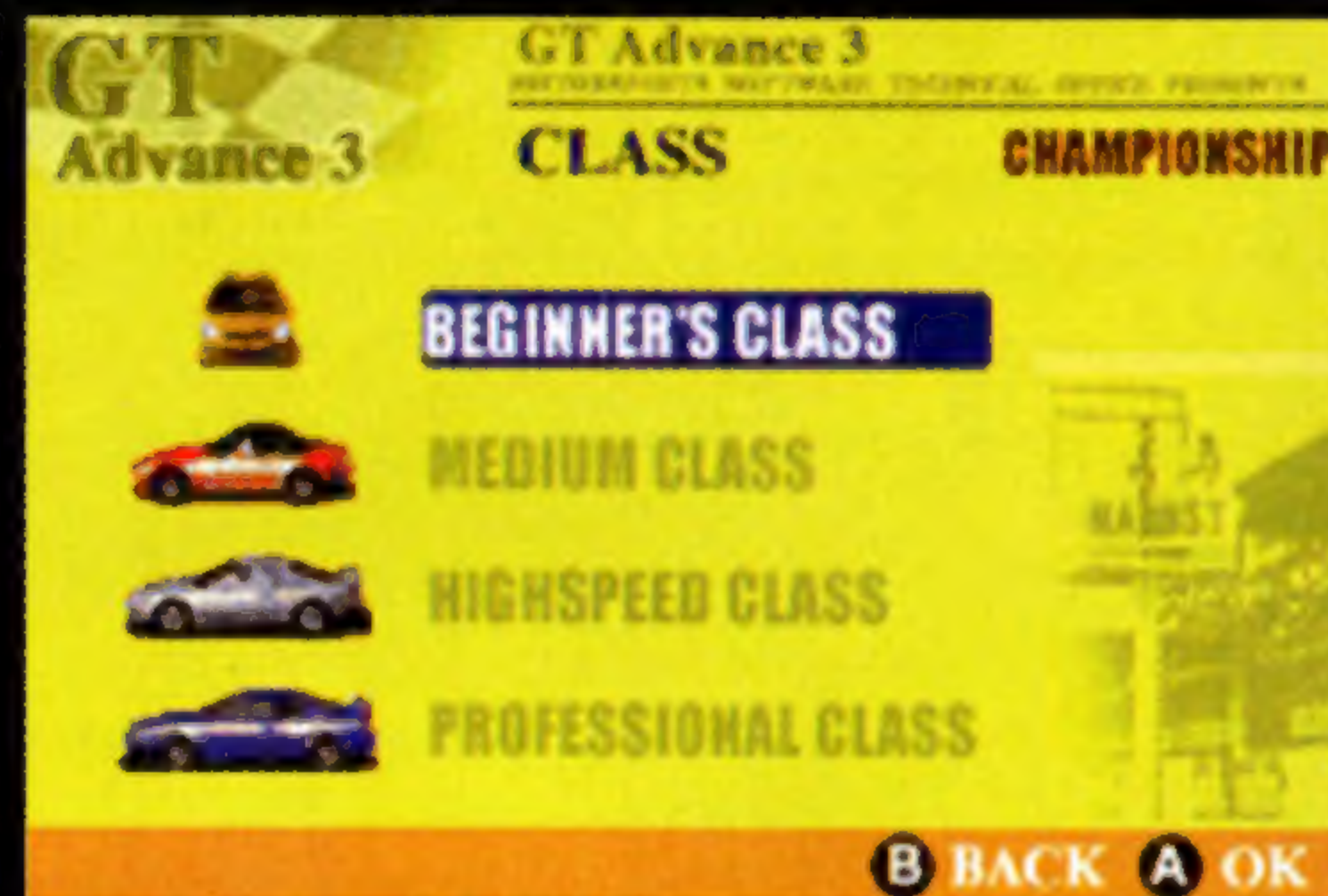
Select a game mode from the Mode Select Menu to begin a game. In Championship mode, select a Class to race in before heading to the Garage.

GARAGE

Note: Although you begin with 20 selectable cars, you will be able to unlock more cars for a total of 97 playable cars in GT Advance™ 3 Pro Concept Racing! See page 17 for a list of the cars available at the beginning of the game.

When not racing, the Garage is where you'll spend your time fine-tuning your cars. You can make adjustments, select a new car, or head straight out to the racetrack from the Garage.

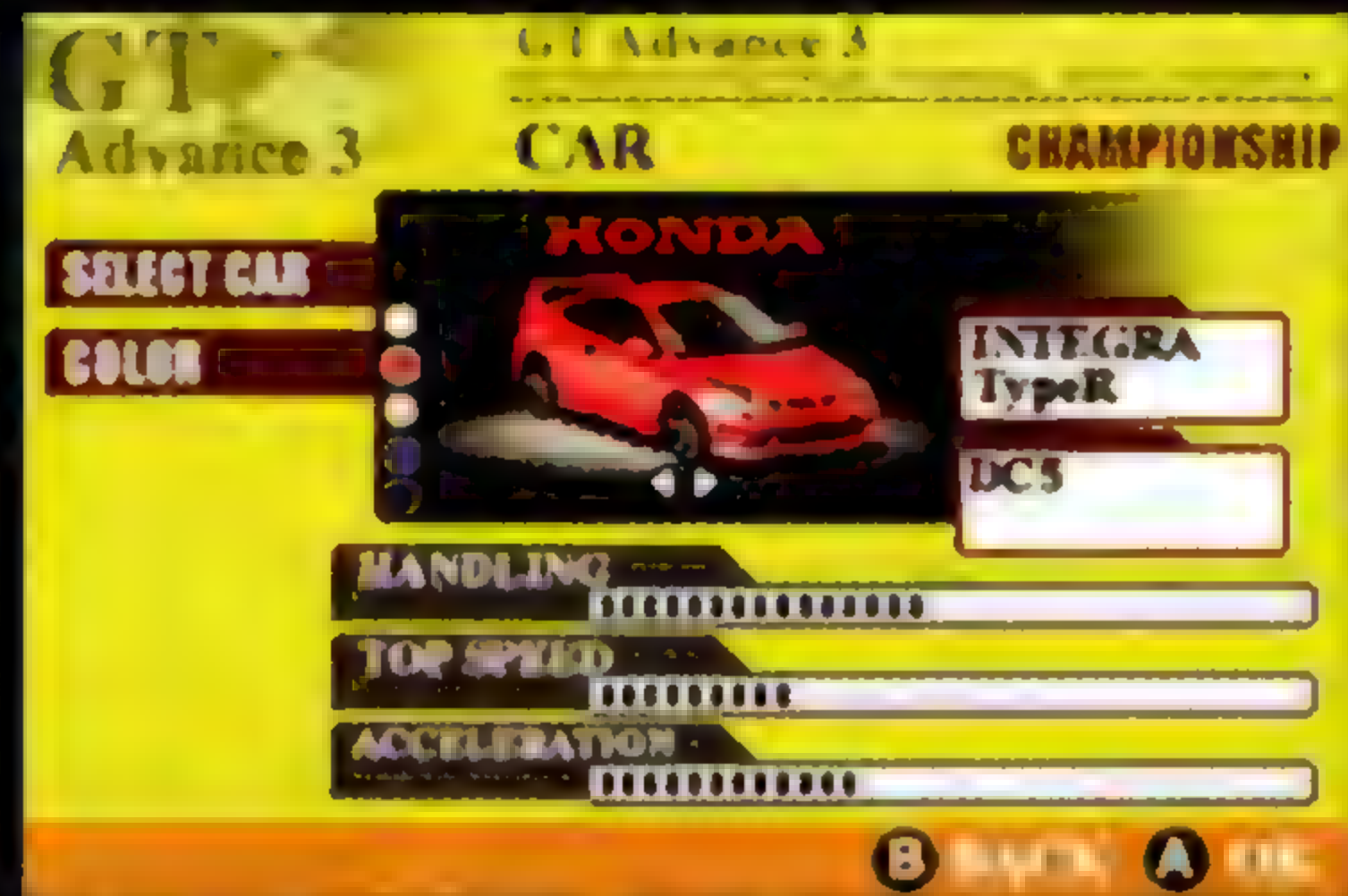
- **Go To Race** – Take your selected car to the track for some high-speed racing.
- **Car Select** – Choose a vehicle from the available list of cars:



1. First select a manufacturer and press the A Button.
2. Next, scroll through the available cars by pressing LEFT/RIGHT on the Control Pad, then press the A Button to confirm. You can change the car's body color by pressing UP/DOWN. Each car will handle differently on the track – use the following ratings to make your selection:

- **Handling** – Better handling means you can take corners faster and with more responsive control.
- **Top Speed** – The higher the top speed rating, the faster a car will go on straightaways.
- **Acceleration** – A car with high acceleration will be quicker off the line and quicker getting up to speed from stops or spinouts.

3. Finally, choose to have an Automatic (AT) or Manual (MT) transmission by pressing LEFT/RIGHT on the Control Pad.
4. When done, press the A Button to continue. Press the B Button at any time to return to the previous menu.



- **Tuning** – Fine-tune your car before heading to the track. Upgrades won't be available until you've unlocked them in Championship mode. When an area of the car can be upgraded, a black star will appear below the car part. A white star shows which upgrades have been activated. Use the Control Pad to highlight the car part and press the A Button to select it. Now press RIGHT on the Control Pad to upgrade the part. The car parts available to upgrade are listed on the following page:





Engine – Increase your top speed and acceleration by race tuning your engine.



Suspension – Gain an advantage in handling and top speed.



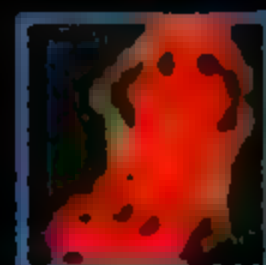
Muffler – Tuning your exhaust increases acceleration and top speed.



LSD – Adding a performance limited slip differential increases the car's grip on the track so handling is improved.



Filter – A high performance air filter helps low-end acceleration.



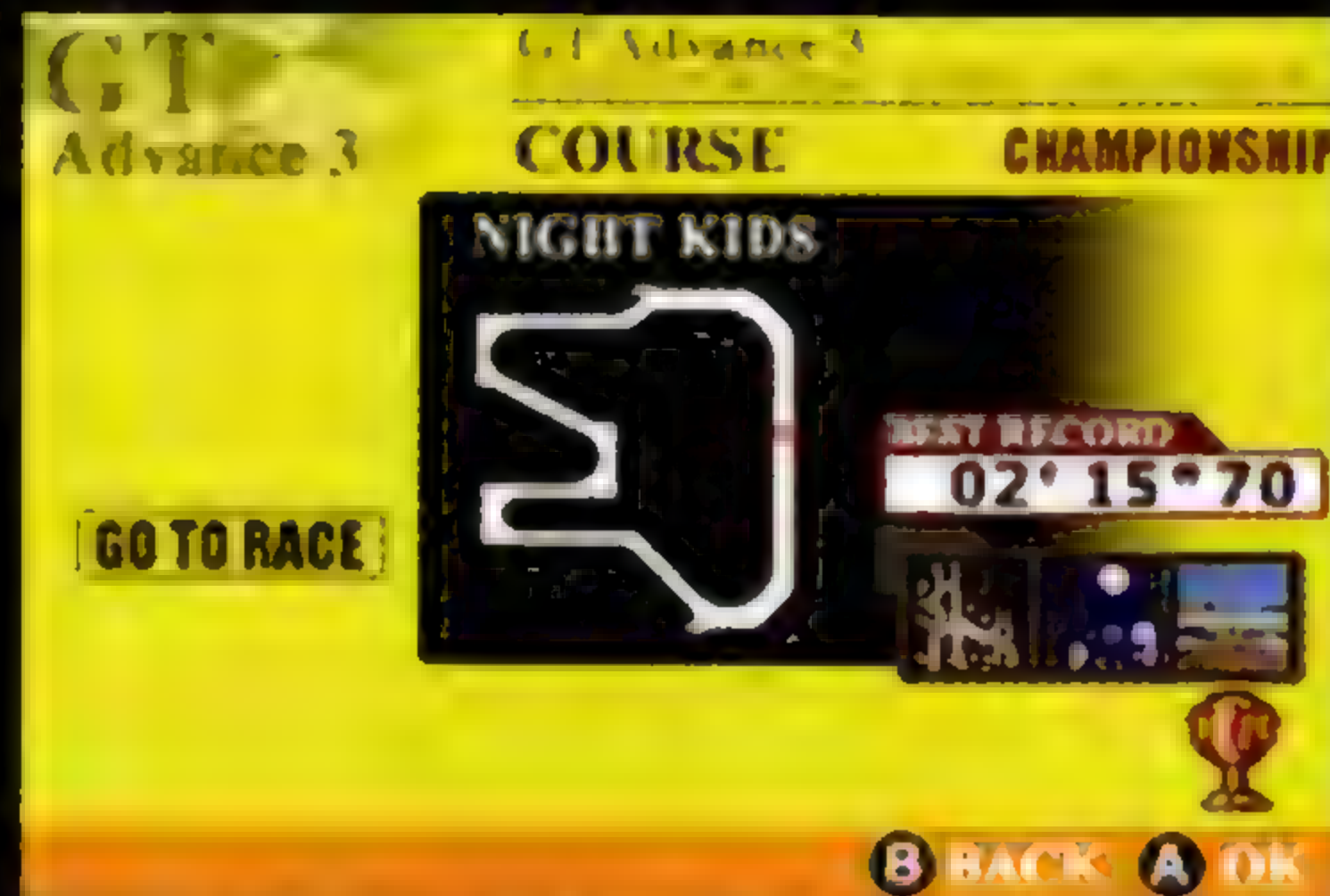
Seat – A racing seat will help you control the car better.



CPU – Add a bit of top speed with a computer chip upgrade.



Weight – Replace the stock body with a lightweight body for better handling and a higher top speed.

COURSE SELECT

After selecting GO TO RACE from the Garage, you'll be able to choose a racetrack to compete on. To unlock more courses, compete in the Championship mode.

Use the Control Pad LEFT/RIGHT to cycle through the available courses. Press the A Button to confirm your course selection. Next, use the Control Pad LEFT/RIGHT to choose to race in the day or evening. Press the A Button to confirm your selection. Now use the Control Pad LEFT/RIGHT to pick the weather for your race (Fine, Cloudy, or Rain). Press the A Button to confirm your selection.

Once you've chosen all your race options, select GO TO RACE, then press the A Button to confirm. Press the B Button to return to the previous screen.

THE GAME SCREEN

After the 3, 2, 1 countdown ends and the announcer says GO!, the race is on! Once the race is underway, important information will be displayed on the game screen.

- 1. Total Time** – The total time for the race is displayed in the upper/left corner.
- 2. Course Map** – A map of the course, showing your position (red) and all the opponents (blue), is shown beneath the Total Time.
- 3. Lap Time** – The current lap time is displayed in the bottom/left corner.
- 4. Position** – Your current position is shown in the top of the screen.
- 5. Laps** – Your current lap is shown next to the total number of laps needed to complete the race.
- 6. RPM Gauge** – Watch the RPM gauge when shifting – shift to a higher gear when the needle is in the red area.
- 7. Speedometer** – Your speed is shown beneath the RPM gauge.
- 8. Current Gear** – The gear you are driving in is shown to the right of the Speedometer.



PAUSING THE GAME

Press START at any time to pause the game and access the following options:

- **Cancel** – Return to the race!
- **Restart** – Start the race over from the beginning.
- **Retire** – Quit the game and return to the Main Menu.

THE RESULTS

At the end of a race, the Results will appear showing your lap times, total race time, and ranking. Press the A Button to advance to the Retry screen. Make your selection and press the A Button to confirm your selection.



CHAMPIONSHIP

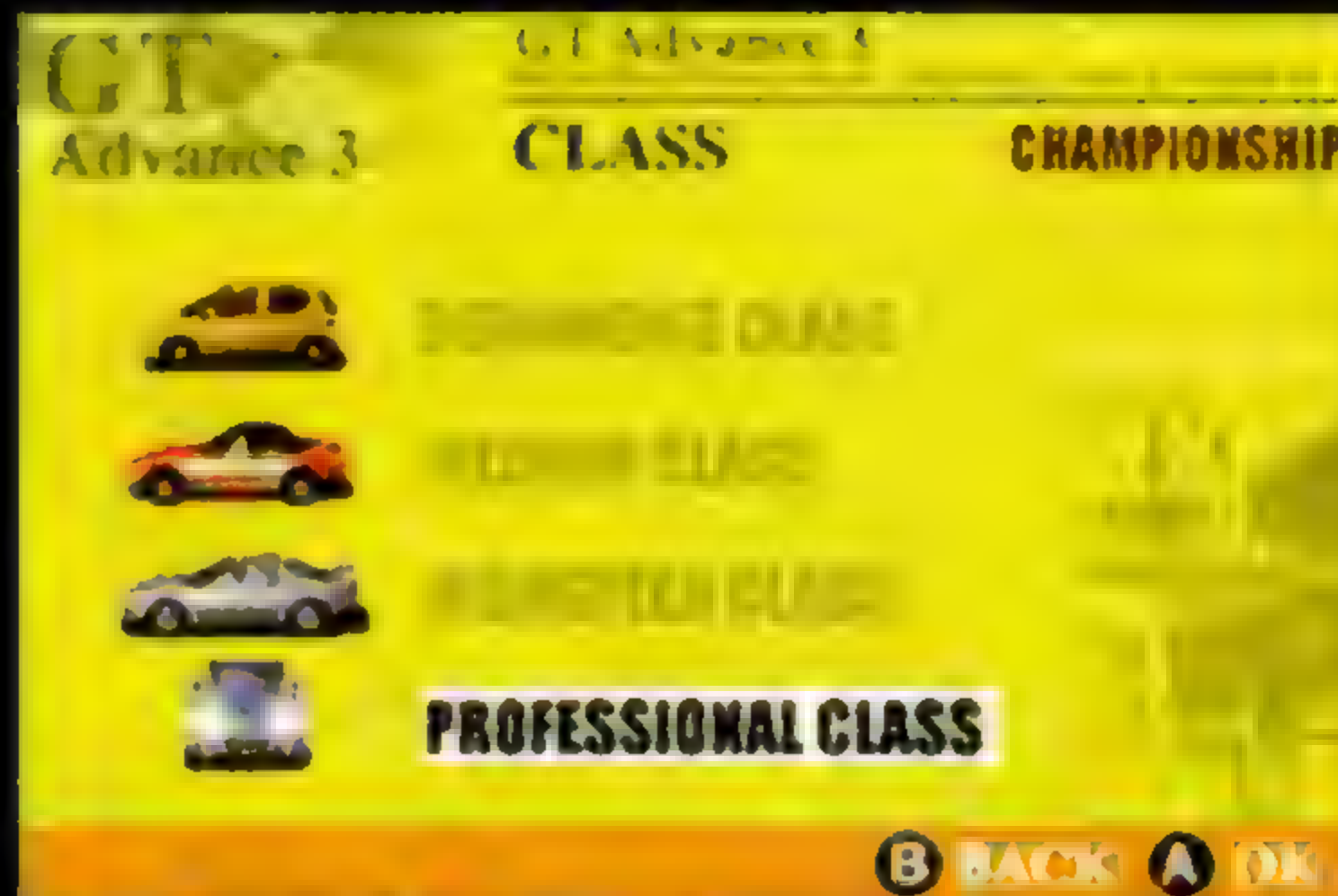
The Championship mode is the main one-player game. While playing through a Championship season, you'll be able to unlock new cars, parts, and additional race tracks – all of which can be used in the other game modes! To progress to the next race in a circuit, you must place at least 3rd in each race.

CLASS SELECT

When entering the Championship mode, you'll need to determine the difficulty level by selecting a class to race in. Choose from easy (Beginner's Class) to hard (Professional Class). The more difficult classes won't be selectable until you've completed the easier classes.

LICENSE TESTS

When you enter a circuit there are three license tests you must pass before you can compete in that circuit.



QUICK RACE

The quick race mode allows you to compete in one race at a time. Choose from any of the cars, upgrades, and tracks already unlocked before competing for first place!

TIME ATTACK

Try to beat your best times on any of the available courses. Select a car and make adjustments to its tuning before selecting a course.

PRACTICE

The Practice mode allows you to take any car onto a test drive course to learn how it accelerates and corners. There is no time limit and you can drive anywhere on the course to test the limits of your car.

DRIFT-COMBO

The Drift-Combo mode tests your ability to use drift-cornering as much as possible around a track. Score points for drift-cornering around as many corners as possible in a row.



LINK

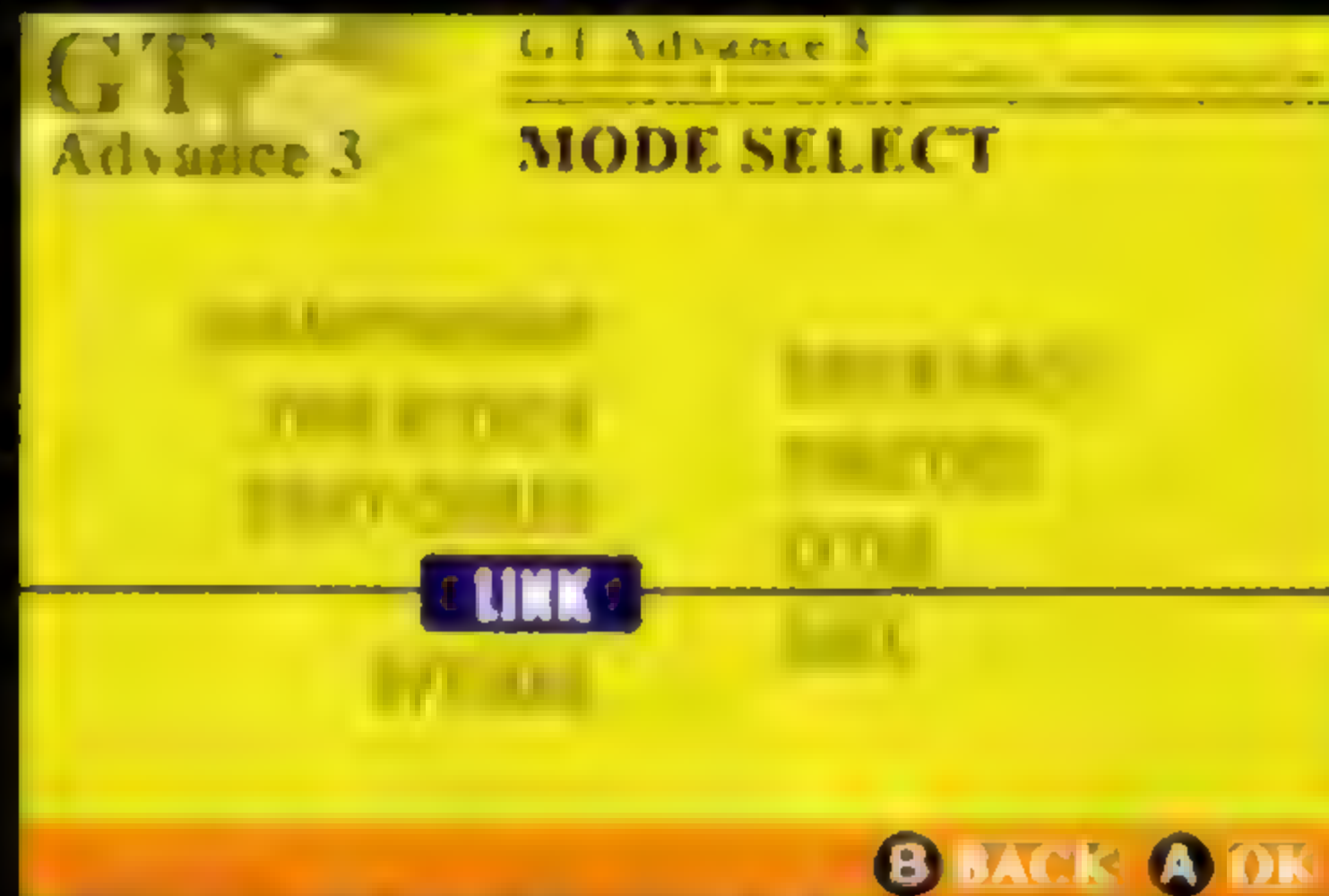
In order to play head-to-head against another player, you will each need a Game Boy® Advance system and a copy of GT Advance™ 3 Pro Concept Racing. Also, one Game Link® Cable is needed to connect the two Game Boy Advance systems together.

Setup

Each player must highlight LINK from the Main Menu before racing head-to-head. After both players have highlighted LINK, one player can press the A Button. Each player will advance to the Garage. Select your cars. When both players have completed making their selections in the Garage, they will continue to the Course Select screen. After the player in control selects a course, both players will head to the starting line to begin the race.

After a Race

When a player is the first car over the finish line, the race will be over. You will automatically return to the Retry screen. The player in control can choose another course to race on, or either player can press the B Button to return to the Link screen where they can select Vs. mode or trade ranking data.



GT Advance™ 3 Pro Concept Racing loads your saved game data automatically. Choose SAVE from any available menu to save your progress.

Although you begin with 20 selectable cars, you will be able to unlock more cars for a total of 97 playable cars in GT Advance™ 3 Pro Concept Racing! Listed below are the 20 selectable cars available at the beginning of the game.



GARAIYA



RS01



*MIDGET II
K100P*

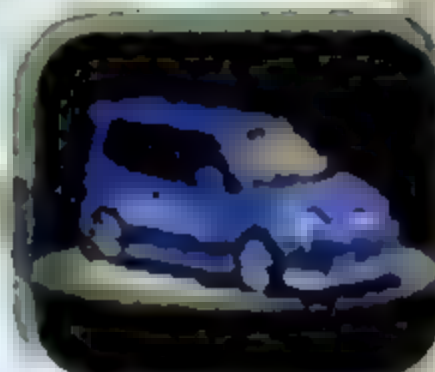


*MOVE
GPSX2*

H HONDA



FIT GD1



CAPA GA4



*CIVIC
TYPE R EK9*



*INTEGRA (ACURA)
TYPE R DC8*



mazda



*MX 5
MIATA
NB8C*



*MX 5
MIATA
NB8C*

CARS

MITSUOKA



OROCHI



MITSUBISHI



FTO DE3A



*LANCER GSR
EVOLUTION III CE3A*



NISSAN



*MARCH
AK11*



CUBE AZ10



*SILVIA
PS13*



*180SX
RPS13*



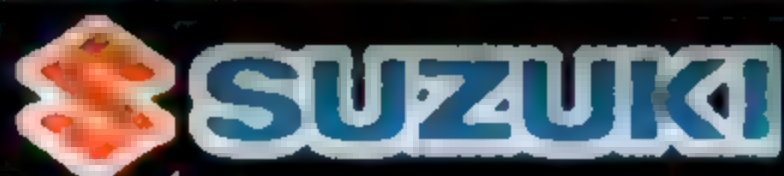
SUBARU



PLEO AA2



IMPREZA WA3



WAGON R
MC21S



VITZ SCP10



BB NCP31



SPRINTER
TRUENO
AE86



MR2 SW20

Sometimes a car with better handling will give you a faster lap time than a car with a higher top speed.

Be careful on slick roads. Maintaining good traction when cornering is much tougher when the track is wet. Keep this in mind while braking and accelerating in wet weather.

Pay attention to the upcoming turn notices. Blue indicates an easy corner or S-turn ahead, yellow indicates a sharp turn coming. Adjust your braking and speed accordingly.



Easy corner coming up.



Sharp turn ahead.



Hazard ahead.



Sharp U-turn coming up.



Series of turns ahead.



Be careful not to accelerate too much before GO time or you'll burnout at the line and lose time.



If you time your RPMs just right, with the RPM gauge needle hitting the red just as the announcer yells GO, you'll get a hot start boost!



Using proper braking and cornering technique is critical to fast lap times. The first diagram to the left shows the correct racing line to take on a turn. Get off the gas, brake early, and get back on the throttle as you come out of the turn. Taking turns too wide or too sharp will lower your lap times significantly. Your car should just touch the red and white cornering tracks as you hit the apex of each turn. Use these cornering techniques to set your car up to hit the proper racing line for successive turns as well.

Sometimes it's quickest to use the drift-cornering technique shown here (usually around shallow corners). Tap the brakes, then turn sharply and get your car sideways as you round the corner. Successful (i.e., fast) drift-cornering takes great handling and steering wheel control on the part of the driver to keep the car from spinning out or drifting right off the far edge of the track.

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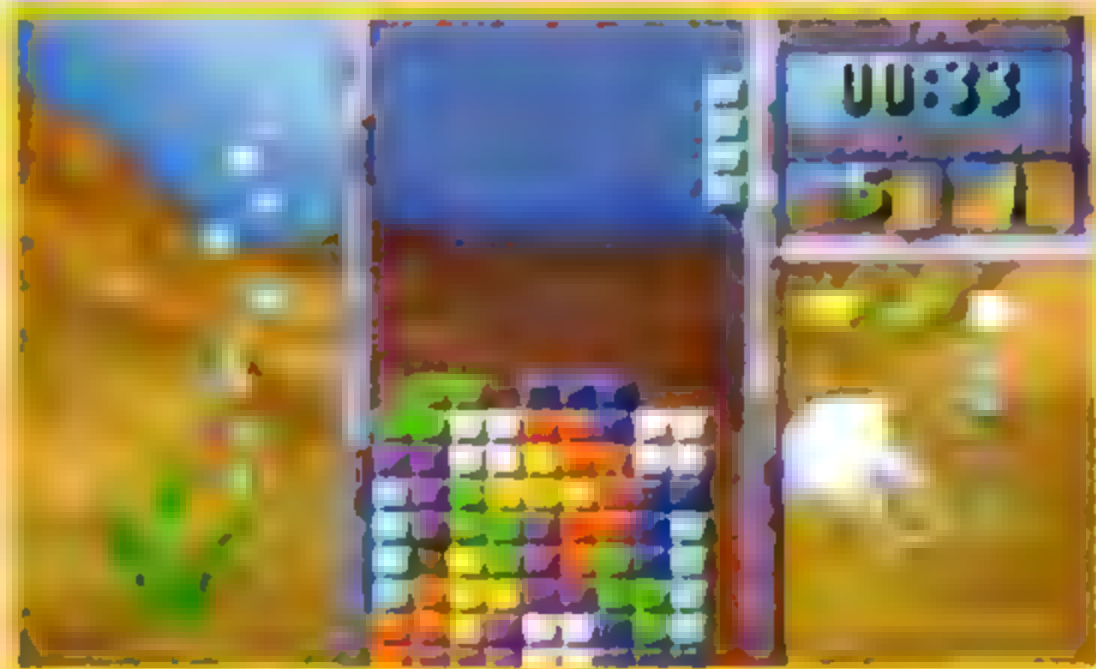
Manual Text

Richard Dal Porto

CREDITS

TETRIS® IS BACK!

Tetris® Worlds is everything you love about Tetris, plus beautiful animated graphics and six variations of the classic gameplay. Are you ready to get obsessed all over again?



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EVERYONE

E

CONTENT RATED BY
ESRB

Comic Mischief
Mild Language

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- Play as Sonic, Knuckles, Tails, or Amy
- Zip through levels filled with puzzles and traps at sonic speed
- Link up to 4 players on one Game Pak
- Exchange Chao between Game Boy Advance and Sonic Adventure™ 2: Battle on Nintendo GameCube™



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NOTES

This image shows a single, blank page from a lined notebook. The paper is white with horizontal ruling lines spaced evenly down the page. The notebook has a dark cover visible around the edges of the page. There are no markings or text on the page.



NOTES

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THQ Inc.

**Customer Service Department
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Calabasas Hills, CA 91301**

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LIMITED WARRANTY

GT2

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"ONE OF THE BEST RACERS
FOR GAME BOY ADVANCE"
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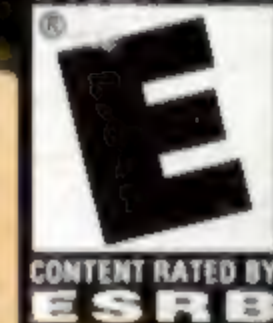
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